



The Patient Game

Magee, J. (2021). *The Patient Game*. CHEAD Research Alliance.

[Link to publication record in Ulster University Research Portal](#)

Publication Status:

Published (in print/issue): 04/10/2021

General rights

Copyright for the publications made accessible via Ulster University's Research Portal is retained by the author(s) and / or other copyright owners and it is a condition of accessing these publications that users recognise and abide by the legal requirements associated with these rights.

Take down policy

The Research Portal is Ulster University's institutional repository that provides access to Ulster's research outputs. Every effort has been made to ensure that content in the Research Portal does not infringe any person's rights, or applicable UK laws. If you discover content in the Research Portal that you believe breaches copyright or violates any law, please contact pure-support@ulster.ac.uk.



CHEAD Research Alliance

Between Scholarship, Research and interdisciplinarity

[Link to Microsoft Teams](#)

04 October 2021

10.00 – 13:00

Agenda

9:55 **Meeting opens for attendees**

10:00 **Co-chairs Welcome and Introduction**
Professor Jake Kaner & Professor Sunil Manghani, CHEAD

10:10 **Panel discussion: Let's debate! The similarities and differences between scholarship, research and practice based research within the creative arts**

Chair: Professor Sunil Manghani, Co-chair, Research Alliance, CHEAD

Panel:

- Professor Angela Bartram, Professor of Contemporary Art and Head of Arts Research, University of Derby
- Edward Dimsdale, Senior Lecturer in Contextual and Theoretical Studies, Cambridge School of Visual and Performing Arts
- Dr Catherine Dormor, Head of Research Programmes, Royal College of the Art
- Dr Kirk Woolford, Principal Research Fellow in Creative Technologies, Anglia Ruskin University

11.15 **Break**

11:30 **Interdisciplinary case studies**

Case Study one

Professor Justin Magee

Interim Associate Dean for Research & Impact (AHSS)

Ulster University

The patient game: A collaborative research journey between design, cardiology and computer science, developing 3D anatomical visualisation software, for pre-operative decision making.

11.50

Case Study two

Professor Paul Wells

Animation Academy

Loughborough University

"Football's Coming Home": The Detour – Scholarship, Research, & 'Practice as Research' in the FA's 'England Identity' Project

12.15

Q&A & Discussion

Chair: Professor Jake Kaner, Co-chair, Research Alliance, CHEAD

13.00

Close

Joining Instructions

The symposium will be held via **Microsoft Teams**.

Please click the link below to join the symposium:

https://teams.microsoft.com/l/meetup-join/19%3ameeting_NDIzOGQ4YjQtOTE5MS00OWE5LWlwMWEtYmJjMzRmZDdkODFm%40thread.v2/0?context=%7b%22id%22%3a%227f530dbc-4a95-4784-a834-5b299d838dd4%22%2c%22oid%22%3a%22501f95fe-951f-497d-b4d1-fc937c8deac6%22%7d

About the Symposium

This symposium will bring together members of the Research Alliance to hear from speakers addressing similarities and differences between scholarship, research and practice-based research within the creative arts. This event will also showcase case studies relating to examples of interdisciplinary research.

Biographies

Professor Justin Magee

Interim Associate Dean for Research & Impact (AHSS)

Ulster University

Professor Justin Magee is the Interim Associate Dean for Research & Impact (AHSS) and led the Belfast School of Art REF2021 submission as Research Director. Previously he was the Faculty of Arts Director for Academic Enterprise (2006-2011). He secured £7,607,167 across 20 external research funding awards including co-investigator on the AHRC Creative Industries Cluster, Future Screens NI. As a practicing product designer, he has worked at national and international level, for corporate giants, SME's and entrepreneurs on >85 commercial projects (e.g. Smart MCC, Mercedes & LEGO Systems) delivering 30 design consultancy projects, through Innovation Ulster Ltd.

His contribution to industry-related research impact has been recognised by Ulster through the *Research Impact Excellence Awards for Research Business Partnership of the year* (2020) and *Knowledge Exchange* (2017) and previously awardee of the *Distinguished Business Fellowship* (2007). His most recent KTP's were graded 'outstanding' by Innovate UK (CDE Global, 2017; Axial3D, 2020). The CDE research was a national case study (NCUB 2018, Invest NI 2016) and shortlist finalist for the THELMAs KE Initiative of the Year (2018). Axial3D became a Health Technology leader in the 2020 Global Digital Health 100 list and have grown their employment ten-fold since collaboration began in 2017.

Professor Paul Wells

Animation Academy

Loughborough University

Professor Paul Wells is Director of the Animation Academy Research Group at Loughborough University and Chair of the Association of British Animation Collections. He has published widely in Animation, Film, Media and Screenwriting Studies, and is an established writer and director for radio, television, film and theatre. He is currently mentoring professional feature film scripts in the Netherlands & Iceland, and developing further work in his 'Beautiful Frame: Animation & Sport' project in association with the Digital Animalities initiative.